

## Agitate Wounds - Old Empire



### Necromancy

Level: 4

Range: 10 yds./level

Components: V, S, M

Casting Time: 4

Duration: Instantaneous + Special

Area of Effect: 1 creature

Saving Throw: Special

By means of this spell, the caster can affect a creature that has been wounded by an edged weapon. This spell reopens bound wounds (or causes unbound wounds to bleed severely), inflicting 2d6 points of damage. One who rolls a successful saving throw vs. spell suffers no further damage from this spell. If the saving throw fails, however, the victim suffers 1d3 additional points of damage per round until the wound is dressed and bound (or bound again, as in the case of reopened wounds). Creatures without blood, such as skeletons, are unaffected by this spell, as are those with regeneration abilities and those under the effects of a periapt of wound closure or similar magic.

The material component for this spell is a pinch of salt.

Notes: Uncommon for necromancers; otherwise rare. As a FORGOTTEN REALMS Old Empire spell, initial exposure requires a mentor or a read Southern magic spell.